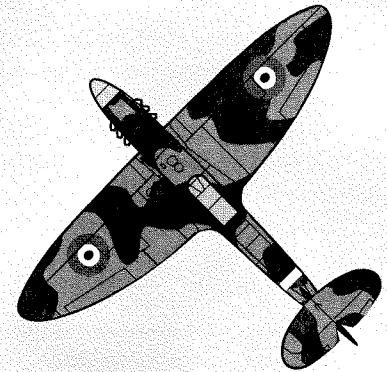


RULES OF PLAY



LONDON'S BURNING™

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1 INTRODUCTION

A *dl*er Tag (Eagle Day)—August 13, 1940: The main German aerial offensive against Hitler's one remaining enemy, Great Britain, has begun. You are part of Fighter Command, defending Great Britain against the bombers of Reichsmarschall Hermann Goering's undefeated Luftwaffe.

You will operate a pair of Royal Air Force (RAF) fighters of No. 11 Group in the London area. The game system will operate the opposing German aircraft of *Luftflotte 2* (Air Fleet 2). During the next month, you will work as both ground controller and pilot to intercept enemy raids, shoot down enemy aircraft, and prevent the Germans from bombing targets in southeast England. You are one of Churchill's "few" who can save Great Britain and the free world from Hitler's tyranny.

Good luck and good hunting.

"Yes, it has been a wonderful day, Emmy. I've sent my bombers to London; London's burning."

Reichsmarschall Goering to his wife, September 7, 1940

2 GAME COMPONENTS

LONDON'S BURNING includes the following components:

2.1 GAMEBOARD: The gameboard shows a map of southeast England where the critical daylight fighting took place during the Battle of Britain. The map is divided into hexagons ("hexes") used to regulate the movement and positioning of playing pieces. The hexes are identified by a letter-number code. Each hex represents 10 kilometers from side to opposite side and is based on the British Grid System used by the RAF at the time of the battle.

The gameboard also shows aircraft displays of each air unit, an altitude display for resolving air combat, a turn calendar and other game information.

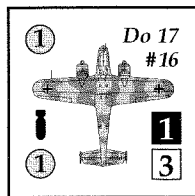
2.2 PLAYING PIECES: Carefully punch out the 30 one-inch and 160 half-inch, die-cut pieces (also called "counters"). The playing pieces consist of "air units" and "markers."

AIR UNITS: Air units represent individual fighters and bombers. The flip side of RAF aircraft (Spitfires and Hurricanes) shows the same aircraft at "Ace" status. Bombers carry one or two bombs as indicated on their counters. Fighters carry no bombs.

SAMPLE BOMBER

Aircraft Facing

Front Gun



Aircraft Type

I.D. Number

Bombload

Rear Gun

Performance Value

Speed

SAMPLE FIGHTER

Aircraft Facing

Front Guns



Aircraft Type

I.D. Number

Ace Status (if any)

Rear Gun (if any)

Performance Value

Speed

MARKERS: Markers are used to record game information. The backs of markers are blank unless indicated otherwise.

Front

Back

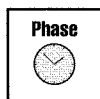
Front

Front

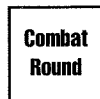
Turn & Weather



Phase



Combat Round



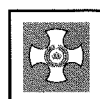
RAF Pilot/Bail Out



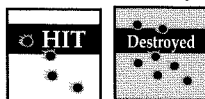
Pilot Fatigue



Pilot DSO



Aircraft Hit/Destroyed



Ammo



Altitude



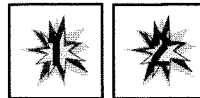
Front

Back

Front

Front

Bomb Damage



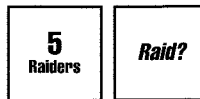
RAF Victory



RAF Losses



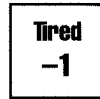
Raid Size



Squadron Base



Tired



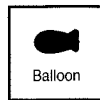
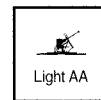
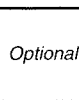
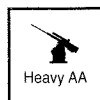
London's Burning



Damaged Radar

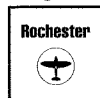


The markers below are for use with Optional Rule 14.4 only.



The markers below are for use with Rule 15 only.

Target/Location Hex



Section Leader



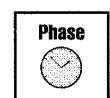
2.3 GAME RULES: This rules booklet includes rules for solitaire play, two-player versions and historical notes.

2.4 DICE: Six six-sided dice are provided.

2.5 CUPS: You will need to provide three opaque cups (or similar containers): one to hold the German air units, one to hold the Raid Size markers, and (in two-player games) one to hold the Target markers.

3 PREPARE FOR PLAY

Lay out the two parts of the gameboard side by side. Game information is recorded by placing markers in the appropriate boxes on the displays. Shift the markers from box to box to record changes.



3.1 DAY & TIME: Place the Phase marker on the "7 a.m." box and the Weather marker on the "August 13" box of the Calendar. The Weather marker has a Clear Sky side and a Rain side. August 13 is clear. Place the Combat Round marker in the "1" box of the Combat Round Track.

3.2 R.A.F.: You will control two RAF fighters (I.D.'s #1 and #2). No more than two RAF fighters may be in play at any time during the game.



3.3 RAF PILOTS: You start the game with eight RAF pilots (three Spitfire and five Hurricane pilots). Mix these together and randomly draw and place them as follows:

- Place the first RAF pilot marker in the Pilot box (Spitfire or Hurricane as appropriate) of the Aircraft #1 display, and place the second pilot in the appropriate Pilot box of the Aircraft #2 display. You may never place a Hurricane pilot in a Spitfire, or vice versa.

- Place the next two pilots in the RAF Reserve box on the game-board. Reserve pilots will replace pilots killed or wounded in combat.
- Place one of the remaining four pilots on each of the first four Sundays of the game calendar.

Next, place a Fatigue marker in the "Rested" box of each Pilot Fatigue column. A new pilot always starts rested. His fatigue level increases when he flies missions during the day, and it decreases at night.



3.4 RAF VICTORIES/LOSSES: Place a DSO (Distinguished Service Order) marker in the "0" box of each Pilot Victories column. A new pilot starts with zero victories, and each German air unit he shoots down counts as one victory toward his Ace status. He becomes an Ace after his fifth victory. **EXCEPTION:** One of the eight pilots is already an ace. He enters play with five victories, but his five previous victories do not count toward your game score.

- Place RAF Victory markers in the "0" and "00" boxes of the Total Player Victories track. Use this track to record the total number of German air units your pilots have shot down. This is your game score. If there are two RAF players (rule 15.1), each will keep his own set of markers on the track.
- Place RAF Losses markers in the "0" and "00" boxes of the Total Player Victories track. Use these markers to record the total number of RAF air units destroyed.



3.5 RAF BASES: There are five Sector Airfields on the map. Choose one of these at the start of the game as your base for the duration of the game and place the Base marker there.

- Place your two active air units (those corresponding to your two pilots) on the base hex, and place the remaining two RAF air units in the RAF Reserve box.
- Place an Ammo marker in the "15 second" box of each Ammo column. Each RAF fighter has five 3-second bursts of ammunition to fire during a mission. Ammo is replenished fully between missions.
- Place an Altitude marker in the "Airfield" box of each RAF aircraft. This shows that the aircraft is dispersed on the airfield and the pilots are at readiness.

3.6 LUFTWAFFE: German air units do not appear on the map. Instead, they will deploy on the Altitude Display, while the Raid marker will show their location on the map. There are no markers for German pilots, and German bases are off the map in France.

- Set aside the Raid marker. Place the 19 starting German air units (black I.D.'s) in a cup for random selection. Place the six reinforcement air units (white I.D.'s on a cyan background) on their respective displays until activated.
- Place the London's Burning marker in the "0" box of the London's Burning track and the Damaged Radar marker in the "0" box of the Chain Home Stations Damaged track.
- Place the Raid Size markers in a cup for random selection.

"Never in the field of human conflict was so much owed by so many to so few."

Prime Minister Winston Churchill, August 20, 1940

4 SEQUENCE OF PLAY

The game is played in "turns." Each turn consists of a rigid sequence of "phases."

4.1 CALENDAR: Each day on the Calendar is one turn. Depending on how long you wish to play, the game may end after playing through:

August 18 (short scenario)

September 6 (regular scenario)

September 15 (long scenario).

4.2 PHASES: Each turn has six phases which are always performed in the following sequence. Shift the Phase marker on the Phase Track to note the current phase.

WEATHER DETERMINATION PHASE: Adjust the Turn/Weather marker for the day to Clear Sky or Rain.

7 AM PHASE: Possible German raid. If a raid occurs, it must be completely resolved before the start of the next phase.

10 AM PHASE: Possible German raid as above.

2 PM PHASE: Possible German raid as above.

5 PM PHASE: Possible German raid as above.

NIGHT PHASE: Destroyed air units may be replaced, bomb damage may be repaired, and RAF pilots may recover from fatigue. When finished, mark the start of the next turn on the Calendar and repeat the turn sequence.



4.3 WEATHER: At the start of the game, you must decide whether to use the historical weather, as shown on the Calendar, or the Optional Weather Table. The Optional Weather Table may not be used if you are playing the short scenario (through August 18).

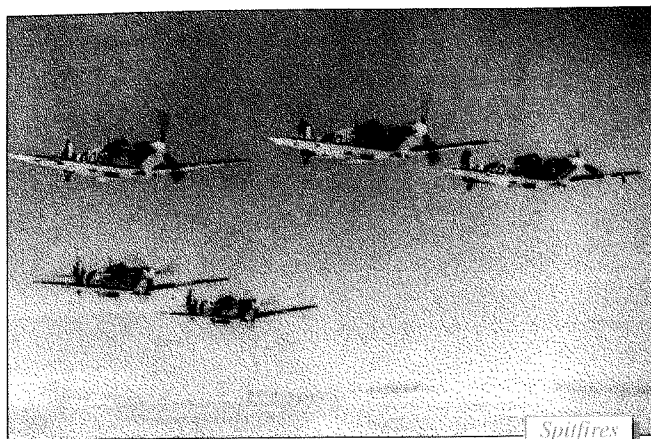
The weather on each turn is either Clear Sky or Rain. Flip the Weather marker to the appropriate side to show the day's weather. On Rain days, no German raids are possible, but there is still a Night Phase.

If you elect to use the Optional Weather Table, Eagle Day is always clear. Roll one die at the start of each subsequent turn and consult the Optional Weather Table to determine the weather for that day.

Whichever weather pattern you use, historical or optional, you may not switch between them during the game. If you choose historical, you must stick with historical, and if you choose optional, you must stick with optional.

4.4 LUFTWAFFE WITHDRAWALS: At the beginning of specified turns (see the calendar), you must withdraw certain German air units from the battle. Remove the units from the active mix or the Destroyed Aircraft box as appropriate and set them aside.

4.5 LUFTWAFFE REINFORCEMENTS: *Luftflotte 2* receives reinforcements at the start of specified turns as indicated on the calendar. Add these units to the active mix. They represent new combat units attached to *Luftflotte 2* rather than replacement aircraft.



5 PATROLS & RAIDS

The aircraft of *Luftflotte 2* are stationed at airfields in France off the bottom edge of the map. They form up in a group over France and enter play as a Raid during a game phase. British radar will report a raid when it first enters play on the bottom edge. The raid will fly a random course until it reaches an undamaged target. It will then drop its bombs and fly a random return course to exit the map to France. The composition and altitude of the raid are randomly determined.

5.1 TARGETS: Targets for German raids include all airfields, radar stations, the convoy, Dover harbor, the Thameshaven oil depot, and London hexes on the map.

5.2 RAF STAND-BY & PATROLS: At the start of each daylight phase on clear days, each active RAF pilot may prepare for a German raid in one of three ways:

- Stand by at his base. If the pilot waits at his base, no action is necessary before rolling for the possible German raid.
- Stand by at an undamaged satellite airfield. If the pilot moves to a satellite field, simply move his air unit to the satellite field hex. The pilot may not move to an emergency field or to a sector field other than his base, nor may he move to a satellite field that currently has bomb damage. The pilot suffers no fatigue for making this move. His aircraft is considered to be ready for operations at the satellite field.
- Fly a "patrol" over any target. A pilot may not patrol in hexes with no targets. If the pilot flies a patrol, shift his Fatigue marker up one box on the Pilot Fatigue column for flying a mission. Move the fighter to any target hex of your choice. Choose an altitude level for the fighter by shifting the fighter's Altitude marker to the desired box on the Altitude column.

Pilots that are "hit," "bailed out" or "overtired" are inactive and may not prepare for battle (see 11.2).

Raid?

5.3 GERMAN RAIDS: After choosing the stand-by or patrol status of active RAF pilots, draw one Raid Size marker at random for the current daylight phase. The marker will read either No Raid, [#] Raiders or Remix. If you draw the Remix marker, put all the Raid Size markers back in the cup, shake them and draw again.

- If No Raid occurs, all patrolling RAF aircraft must land at their squadron bases. Move the RAF air units to their base hexes, and shift the aircraft Altitude markers to the Airfield boxes. The phase is over. Set the No Raid marker aside (do not put it back in the cup until the Remix marker is drawn on a later phase).

- If a raid does occur, you must perform the following three steps. (Set the raid marker aside until the Remix marker is drawn on a later phase.)

- 1) **LOCATION:** Roll one die for the start hex of the raid. Place the Raid marker on the map in start hex 1 to 6 of the "A" row, corresponding to the die roll.
- 2) **REPORTED ALTITUDE:** Roll two dice for the reported altitude and total the result. Add 1 to the total on or after September 7 (when the Blitz historically began). The Altitude Display includes a column for Reported Altitude dice rolls.
- 3) **SIZE:** The Raid Size marker indicates the number of raiders. If more than one London and Thameshaven hexes are currently damaged, the size of the raid is increased (see 10.4). Shake the cup of German units to mix them up, and draw out the correct number of units. *Do not look at the fronts of these units*, but place them face down at the reported altitude on the Altitude Display. If there are not enough air units in the mix to equal the given raid size (due to previous German losses), the raid is immediately cancelled.

EXAMPLE: It is the 2 p.m. phase of September 9 and you draw a Raid Size marker that reads "5 Raiders." You roll two dice for altitude and get a 7 result, which becomes an 8 because the Blitz has begun. An 8 result corresponds to 15,000'. Thameshaven and one hex of London are currently damaged, so you must draw 6 raiders (5+1) and place them face down at 15,000' on the Altitude Display. You roll another die for initial location and get a 2, so you place the large Raid marker on the 2 starting hex facing in the direction of the arrow.

5.4 RESOLVING RAIDS: A raid consists of an indefinite number of "impulses." Each impulse represents five minutes of real time. The actions in each impulse are performed in the following sequence of steps. Repeat this sequence until all RAF fighters and German raiders have been destroyed, landed, or exited the map.

RAF MOVEMENT: RAF fighters may move on the map.

COMBAT ROUNDS: If one or both RAF fighters end their move in the same hex as the German raid, air combat occurs. Air combat is resolved in one to four consecutive "rounds." Each round is divided into two "segments":

- **RAF SEGMENT:** The RAF fighters may each do one of the following: "break off," "pass" (do nothing), or "attack" (choose a target and attempt to fire at it). Targets that are fired upon may be able to return fire.
- **LUFTWAFFE SEGMENT:** Damaged German air units may be required to break off. German fighters that do not break off will attempt to attack RAF fighters.

LUFTWAFFE MOVEMENT: The German raid follows a random flight path on the map.

BOMBING: If the raid enters an undamaged target hex during its move, it immediately stops and the raiders drop their bombs.

COMBAT ROUNDS: If the raid ends its move in the same hex as one or both RAF fighters, combat occurs. Follow the same combat procedure as above except the Luftwaffe Segment occurs before the RAF Segment in each round.

SKIPPING STEPS: During some impulses, there will be no activity during a given step. In these cases, skip the step and go on to the next step in the sequence. For example, if RAF fighters do not intercept during their move, there will be no combat rounds. Skip that step and go on to the Luftwaffe Movement step.

6 HOW TO MOVE

British aircraft move during the RAF Movement step, and German aircraft move during the Luftwaffe Movement step.

6.1 SCRAMBLE: If an active RAF fighter is on an airfield, it may "scramble" (take off) during its movement step. Shift the pilot's Fatigue marker up one box for flying a mission and move the aircraft's altitude marker to Ground Level. It thus takes an entire movement step to get off the ground. Adjust the facing of the aircraft to point at any desired hexside (see 6.5). Pilots that are hit or overtired (already at fatigue level F6) may not scramble.

6.2 AIR UNIT SPEED: Each air unit has a printed speed of 3 or 4. This is the maximum number of "speed points" it may move during its movement step. An aircraft moves from hex to adjacent hex. It costs one speed point to move one hex. Hexes may not be skipped or jumped. There is no penalty for moving at less than maximum speed.



6.3 ALTITUDE: There are seven altitude levels for flying, ranging from Ground Level (under 1,000') to 30,000'. (The British used the codeword "Angels" for 1,000' of altitude; thus, Angels 15 equals 15,000'.) All bombers have a ceiling limit of 25,000'.

CLIMB: It costs one speed point to climb one altitude level. An aircraft may climb no more than *two* levels (two speed points) during its movement step. When climbing, the aircraft stays in its hex but shifts its Altitude marker up one box.

DIVE: An aircraft may freely descend one altitude level for each hex it enters (there is no speed cost beyond the one to enter the hex). Alternatively, an aircraft may spend one speed point to dive any number of levels in the same hex.

ENGINE DAMAGE: Aircraft with engine damage (see 9.1) *must* descend one altitude level for each hex entered. Such aircraft may not climb (they are gliding to earth).

PANCAKE: Only RAF aircraft may pancake (land) at airfields on the map. To pancake, the aircraft must descend to Airfield level. The aircraft pancakes safely if the hex contains an undamaged airfield (of any type) or the pilot's own base regardless of bomb damage to the base. An aircraft that pancakes may not scramble again during that same daylight phase.

CRASH: If an aircraft pancakes at a damaged airfield other than its base, or in a hex without an airfield, it crashes and is destroyed. For RAF crashes, roll for pilot survival on the Bail Out Table.

6.4 GERMAN RAIDERS: German air units do not move on the map. Only the Raid marker moves on the map. The raiders move as one group.

RAID SPEED: The raid moves at speed 3 unless it is composed entirely of speed 4 aircraft, in which case it moves at speed 4. Since the raiders start face down, you must assume some of them are speed 3 until it is revealed otherwise.

FLIGHT PATH: The flight path of a raid is randomly determined each impulse just before it moves. From its starting hex, a raid will move in a northwesterly direction toward the top edge of the map (hex row "O"). As soon as a raid enters an undamaged target hex or a London hex (whether or not the London hex is already damaged), it will stop to bomb. A raid will ignore all damaged targets except London. On impulses after it bombs, the raid will fly a randomly determined path toward the bottom edge (hex row "A") where it will exit.

FLIGHT PATH DIAGRAM: Roll one die at the start of a raid's move and consult the Flight Path of Raid diagram. The raid will follow one of six paths according to the raid's speed and the die roll. Note that the diagram works for movement along the south-east-northwest axis of the hex grid only. A raid will never move along the southwest-northeast axis of the grid except in hex row "O" as noted below.

MAP EDGE: If the flight path of a raid would take the raiders off the left-hand or right-hand edge of the map, change the raid's path inward so that it moves along the edge. For example, if an incoming raid begins its move in hex G11 and rolls a 6, its flight path would send it off the map. Instead, the raid should follow flight path 5 along the edge of the map.

LONDON: If a raid reaches the top hex row without entering a valid target hex, it will automatically alter course inward toward London. The raid will maintain its speed but move along the arrowed path in hex row "O" until it reaches an undamaged airfield or London hex, at which point it will stop to bomb.

RETURN PATH: On the impulses after it bombs, a raid will fly toward the bottom edge (hex row "A"). Use the Flight Path of Raid diagram as normal, only now the raid will move in a southeasterly direction. A returning raid never stops for targets since it has already dropped its bombs.

RAID ALTITUDE: The raid will not change its reported altitude during movement except to negotiate a balloon barrage (see below). The altitude of the raiders may change during air combat or bombing, but this does not require speed points.

FIGHTER SWEEP: Sometimes a raid contains only fighters (either it had no bombers to start with, or its bombers were shot down or broke off from combat). When a raid has no bombers, it moves at speed 4 on a *return* path to France during its subsequent moves.

6.5 AIR UNIT FACING: RAF fighters and the Raid marker must always end their move "facing" a hexside, not a hex angle (see the Sample Air Unit diagram for the facing of an air unit). The hexside the unit points at must be directly opposite to the hexside it crossed to enter the hex. For example, if an aircraft spent its last speed point to move from hex C5 to hex D4, then it must point at hex E4. The facing of a unit is important for determining head-on attacks (see 7.5). *It has no effect on movement.* The arrows on start hexes 1 to 6 show the initial facing of the raid.

6.6 AIR UNITS IN THE SAME HEX: An RAF fighter may freely enter, move through and end its move in a hex occupied by another RAF fighter. However, an RAF fighter must immediately end its move if it enters a hex occupied by the Raid marker. Likewise, the Raid must immediately end its move if it enters a hex occupied by one or both RAF fighters. An "interception" occurs in both these cases (see 7.2).

6.7 BALLOON BARRAGES: Dover and the four London hexes contain balloon barrages. No air unit may enter a balloon barrage hex at 5,000' or Ground Level. It must be at 10,000' or higher to enter. If a German raid attempts to enter the hex at less than 10,000', it must first spend speed points to climb to 10,000'.

6.8 EXITING THE MAP: RAF air units may never fly off the map. German raiders must exit the map from *any* hex in row "A" to return to France at the end of their raid. When a raid on a return path reaches hex row "A," it must spend one speed point to exit to France. Place the surviving raiders in the active Luftwaffe mix after they exit.

7 IDENTIFICATION & INTERCEPTION

When German raiders are drawn from the mix, they are placed face down on the Altitude Display. You may not look at their faces until they are "identified."

7.1 IDENTIFICATION: When an interception occurs or when a raid reaches its target to bomb, all raiders are identified. Flip them face up and determine their True Altitude. If intercepted by RAF fighters, identification takes place after all RAF movement is finished. In other words, you may not intercept with one fighter to identify the raiders before moving the second fighter. Identification occurs only once per raid.

TRUE ALTITUDE OF RAID: As soon as all raiders are face up, roll two dice and total the result. Compare the total to the True Altitude of Raiders table. The result may be no change or an adjustment up or down one altitude level for the raiders. The true altitude of the raid may never go below Ground Level (or below 10,000' if the hex contains a balloon barrage), nor may it go above 25,000'.

TOP COVER: The fighter escort of raids would often fly at a higher altitude than the bombers to provide top cover. If any German fighters are present with the raid, use the same dice total on the True Altitude of Raiders table to cross-index the Top Cover result. Move the appropriate top cover fighters one level higher than the true altitude of the raiders. Top cover altitude adjustments apply even if there are no bombers in the raid.

EXAMPLE: A raid of five aircraft is reported at 15,000'. It reaches Dover, which is undamaged, so it stops to bomb. The air units are flipped over to reveal Me109 #3 and #6, Me110 #12, and Do17 #21 and #22. The player consults the True Altitude of Raiders table, rolls two dice and gets a 6 result, so the bombers and the odd I.D. fighter remain at 15,000', but the even I.D. fighters (Me109 #6 and Me110 #12) move up one level to 20,000'.

7.2 INTERCEPTION: Interception occurs when RAF and German aircraft occupy the same hex. If one or both RAF fighters end their move in the same hex as the Raid, the RAF fighters are the interceptors. If the Raid ends its move in the same hex as one or both RAF fighters, the German fighters in the raid are the interceptors.

Each RAF fighter may only intercept or be intercepted once *per raid*. The RAF fighters may intercept on different impulses; they do not have to intercept together. However, the combat in one impulse is always resolved before proceeding to the next impulse.

7.3 ALTITUDE DISPLAY: When interception occurs, the subsequent combat is resolved on the Altitude Display.

GERMANS: First, identify all the raiders and determine the True Altitude of the raiders and any Top Cover. If this information was determined on a previous impulse (for example, when the raiders bombed their target), you do not change it.

BRITISH: Remove all RAF fighters from the raid's hex and place them on the Altitude Display at their correct altitude. Any RAF fighter not in the raid's hex may not participate in the combat.

PLACEMENT: The "intercepting" fighters (but not bombers) may be placed in the Out of the Sun or Head-On box of their altitude level if they meet the criteria for those. Otherwise, place the air units anywhere in the display band of their altitude. The aircraft do not have to be arranged in any special order.

7.4 OUT OF THE SUN: Fighter pilots learned to approach the enemy from an up-sun position to make it harder for the enemy to spot them. An intercepting fighter may be placed in the Out of the

Sun box if there are any enemy air units one altitude level below the interceptor and the interceptor entered the combat hex from the direction of the sun. The direction of the sun is different for each phase. See the sun diagram on the mapboard. For example, the sun is in the east on the 7 a.m. phase, so to be up sun during that phase an interceptor must enter the combat hex from the east. All intercepting fighters that meet these criteria may be placed in an Out of the Sun position.

7.5 HEAD-ON: An intercepting fighter may be placed in the Head-On box if there are any enemy air units at the same altitude level or one level above or below, *and* the interceptor entered the combat hex directly opposite to the enemy aircraft's facing (see 6.5). All intercepting fighters that meet these criteria may be placed in a Head-On box.

Sometimes a fighter will enter the combat hex from a direction and altitude that is both head-on and out of the sun. In this case, place the fighter in the Head-On box, but it receives the Out of the Sun benefit, too.

8 AIR COMBAT

Air combat occurs as a result of interception.

Combat Round

8.1 ROUNDS: Air combat is resolved in one to four consecutive "rounds" (see the Combat Round Track on the gameboard). Each round is divided into two "segments": If the German raiders are intercepting, the Luftwaffe Segment comes first in each round. If the RAF fighters are intercepting, the RAF Segment comes first.

RAF SEGMENT: The RAF fighters may each do one of the following: "break off," "pass" (do nothing), or "attack" (choose a target and attempt to fire at it). Targets that are fired upon may be able to return fire.

LUFTWAFFE SEGMENT: Damaged German air units may be required to break off. German fighters that do not break off will attempt to attack RAF fighters.

END OF COMBAT: At the end of each round, roll one die. If the result is less than or equal to the Combat Round number, air combat immediately ends (the aircraft have lost contact with each other). Any RAF fighters in the combat must immediately break off and pancake at their base or any undamaged airfield. If the result is higher, move the Combat Round marker ahead and fight the next round. Combat automatically ends after four rounds.

8.2 BREAK OFF: When an air unit breaks off, it escapes from the combat situation and lands. An air unit *must* break off at the start of its side's segment if certain conditions exist. An air unit may not break off during an enemy segment, nor may it attack in the same segment that it breaks off.

R.A.F.: At the start of an RAF Segment, an RAF fighter may voluntarily break off. If it breaks off, it immediately pancakes during that segment. Remove the fighter from the Altitude Display and place it on its base or any undamaged airfield.

An RAF fighter must break off:

- if its pilot is hit. The fighter immediately pancakes.
- if it is out of ammo. The fighter immediately pancakes.
- if the nearest German air unit on the Altitude Display is two or more altitude levels away from the RAF fighter. It has lost contact with the enemy and immediately pancakes.
- if its engine is hit. The fighter immediately force lands (9.1).

LUFTWAFFE: At the start of a Luftwaffe Segment, a German air unit must break off:

- if its pilot is hit. Place the unit in the Luftwaffe mix (unless it also has engine damage and crashes instead).
- if its engine(s) is hit. Determine whether the damaged air unit will crash or reach France (see 9.1). If it will crash, place the unit in the Destroyed Aircraft box. If it will reach France, place the unit in the Luftwaffe mix.

8.3 PASS: When an aircraft "passes" during a combat round, it remains in the combat at its current altitude, but it does not attack.

- An RAF fighter may voluntarily pass during an RAF Segment.
- German bombers that do not break off must pass during the Luftwaffe Segment. German bombers may never attack.
- German fighters that do not break off and that do not have a valid combat target must pass.

8.4 ATTACK: A fighter may attack during its segment of a round. Each attack consists of target selection, performance check, firing, and return fire.

8.41 TARGET SELECTION: To begin an attack, a fighter must first select one enemy air unit as its target. The target aircraft may be at the same altitude, one level higher, or one level lower. A fighter may never select a target two or more levels above or below it.

If the target is one level lower, the attacking fighter must immediately dive down to that level to perform the attack. For RAF fighters, be sure to adjust the Altitude marker to show the change in altitude.

If the target is one level higher, the attacking fighter must immediately climb to that level to perform the attack.

Target selection is the only opportunity for air units to change altitude during air combat. They may not dive or climb if there is no target aircraft in the level immediately below or above them (respectively). Changing altitude in combat does not require speed points.

A target must be selected for each attacking fighter before any performance checks or firing is done by any of the fighters. Two or more fighters may select the same enemy aircraft as target.



Heinkel 111s, August 13

A fighter may not change targets once firing begins, even if another fighter happens to shoot down the target. However, a fighter is not required to attack the same target in subsequent rounds. It may choose a different target without penalty each round.

If a German fighter has a choice between two RAF targets (at the same altitude, or one level higher or lower), roll the die to determine which target it selects: on a roll of 1-3, it selects RAF aircraft #1; on a roll of 4-6, it selects RAF aircraft #2.

8.42 PERFORMANCE CHECK: Every air unit has a printed performance value, ranging from 0 (poor) to 7 (high). To be able to fire at its target, an attacking fighter must outperform its target.

To make a performance check, roll one die for the attacking fighter and one die for the target aircraft. Modify each die roll as follows:

Attacker's Die Roll

- + printed performance value of attacker
- +2 if attacker dove from Out of the Sun (first round only)
- +1 if attacker dove but not Out of the Sun
- 2 if attacker climbed to attack
- 1 if attacking pilot is Tired
- 1 per Frame hit (from a previous attack)

Target's Die Roll

- + printed performance value of target aircraft
- +1 per "unengaged" friendly fighter at same altitude
- +1 if bombs dropped or jettisoned (bombers only)
- 1 if target pilot is Tired
- 1 per Engine, Pilot, or Frame hit (from a previous attack)

All modifiers to the performance die rolls are cumulative, and it is possible for a unit to have a negative performance result.

If the attacker's performance result is greater than the target's performance result, the attacker may now fire at the target. Otherwise, the attacker did not obtain a firing angle and may not fire at the target this round.

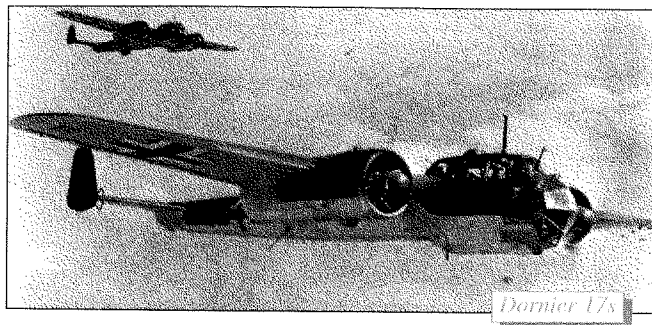
Performance checks and firing are performed one at a time. When two or more fighters are attacking the same target, the target must roll anew for each performance check. Any damage inflicted on the target during the first attack will affect its performance result for the second (and subsequent) attacks per the hit modifiers listed above.

When both RAF fighters attack the same target, they may attack in any order desired. When two or more German fighters attack the same target, resolve the attack by the German with the lowest I.D. number first, then the next highest I.D. number, etc.

DIVING BONUS: If an attacking fighter selects a target one level below it, it immediately dives to that level to attack. This dive gives the attacker a positive modifier to its performance for that attack only. Furthermore, the Out of the Sun modifier may be used on the *first round* of combat only, and only if the intercepting fighter dives on a target one level below its up-sun position. If the fighter attacks a target at the same or higher level, or if it passes, it does not receive the Out of the Sun bonus on the first round.

CLIMBING PENALTY: If an attacking fighter selects a target one altitude level above it, it immediately climbs to that level to attack, but it receives a -2 performance modifier for that attack.

UNENGAGED FIGHTERS: The target aircraft receives a +1 performance modifier for each friendly fighter at the target's altitude that has not been selected as a target that round. For example, if three German fighters are at 20,000', and the RAF fighters attack



Dornier U5

two of them, both target fighters receive a +1 modifier to their performance for the unengaged German fighter. This modifier does not apply if the unengaged friendly fighter is at a different altitude than the target.

EMPTY BOMB BAYS: A bomber that has already dropped or jettisoned its bombs receives a +1 modifier to its performance. Bombers with engine damage or wounded pilots automatically jettison their bombs.

Tired
-1

TIRED PILOTS: An RAF pilot whose current fatigue level is F4, F5, or F6 is tired and performs with a -1 modifier (place a Tired marker on the air unit to show this). German pilots are never tired.

8.43 FIRING: Attackers that win their performance checks may fire at their targets. The number of bursts an attacking fighter may fire is based on the performance check: If the attacker's performance result exceeded the target's performance result by one, the attacker fires one burst. If it exceeded the target performance result by two, it may fire two bursts. If it exceeded the target performance result by three, it may fire three bursts, etc.

Ammo

Each RAF fighter has five 3-second bursts of ammo. Shift the Ammo marker down for each burst fired. Once an RAF fighter has expended all five bursts, it must break off combat during its next segment.

An attacking RAF fighter which wins the performance check may fire less than the number of bursts given by the check but it must fire at least one burst. For example, if the fighter wins its performance check by two, it may fire one or two bursts. However, you must declare the number of bursts a fighter will fire before rolling for hits. You may not fire additional bursts after seeing the outcome of the declared bursts. For example, if you declare one burst, and it misses, you may not fire additional bursts.

An attacking German fighter will always fire a number of bursts based on the performance check *but never more than three*. If it wins its performance check by more than three, ignore the excess. You do not keep track of German ammo expenditure; German gun ammo is never depleted.

Attacking fighters use their Front Guns when firing. These are rated as either double "4" or double "5." For each burst declared, the attacking fighter rolls two dice. For every roll on one die of 4 or less (5 or less for double "5"), the firing aircraft scores one hit on its target. After counting up the total number of hits scored, you will determine the damage done to the target.

EXAMPLE: Spitfire #1 with double "4" guns fires three bursts at its target. It rolls six dice, and the results are 2, 1, 5, 4, 6 and 2. The 5 and 6 miss, but the other four rolls hit, so four hits are scored on the target.



RECORDING DAMAGE: Every air unit has a corresponding damage display. All aircraft have a Pilot position, one or two Engine positions (depending on whether the aircraft is single- or twin-engine), and one or two Frame (airframe) positions. Aircraft types with two or more crewmen also have a Gunner (rear gunner) position. The positions are labeled 1-6, corresponding to a die roll.

After determining the number of hits on an aircraft, roll one die again for each hit. The number rolled is the position number that is hit. For example, two hits were scored on Me109 #3, so the player rolled one die again for each hit, rolling a 1 and 5. Therefore, one hit was scored on the Engine and one hit on the Frame position.

Place an Aircraft Hit marker in a position when it is hit. If the same position is hit two or more times, flip the marker over to show the Destroyed side.

Two or more hits in the same position, *except* the Gunner position, destroys an aircraft. The hits can accumulate from more than one attack, but if any Pilot, Engine, or Frame position is destroyed, the aircraft is destroyed. Place the destroyed aircraft in the Destroyed Aircraft box after it returns fire.

When an aircraft is destroyed, any further attacks on it that have not already been resolved are cancelled. An attacking fighter whose attack is cancelled may not switch targets.

8.44 RETURN FIRE: Most German aircraft have a rear gun. Such targets will return fire immediately after they are fired upon.

If an attacking RAF aircraft does not win the performance check, it may not fire, and return fire is not possible. If an attacking RAF aircraft fires, regardless of whether it hits or misses, return fire is possible.

Aircraft with a Rear Gun rating of "1" may return fire. Aircraft without a Rear Gun rating may not return fire.

If the rear gunner is wounded or killed *from a previous attack*, there is no return fire.

The number of bursts a target fires is equal to half the number of bursts the attacker fired. Round any fraction up unless the attacker dove from out of the sun, in which case round any fraction down. If the number of return bursts is rounded down to zero, there is no return fire.

A gun rating of "1" means the target may roll one die per burst fired, and each roll of 1 scores a hit.

EXAMPLE: A Spitfire dove (but not out of the sun) and fired three bursts (six dice) at an Me110, scoring four hits. The four hits were then rerolled as 1, 2, 4 and 6: one hit on the port engine, one on the starboard engine, one on the rear gunner, and one on the frame. The Me110 immediately returns fire with two bursts (half of three rounded up). Therefore, two dice are rolled (one per burst) and the results are 6 and 2, so no hits are scored on the attacker.

8.5 HEAD-ON ATTACKS: A head-on attack occurs when an interceptor makes a head-on approach (see 7.5). Only interceptors may make head-on attacks, and only in the *first round* of a combat.

Select a target as usual. The target may be at the same altitude level or one level higher or lower. If the interceptor climbs or dives to make its head-on attack, move it to the target's level.

There is no performance check for a head-on attack. A head-on attack is automatic. However, the attacker is limited to 1 burst in a head-on attack. (Firing time was limited to a couple seconds when the relative speed of approach was in excess of 500 miles per hour.)

The target returns fire immediately with one burst from its front guns. The target does not return fire if its pilot is hit from a previous attack or if the interceptor dove head on from out of the sun.

Treat all hits in head-on attacks as Engine or Pilot hits (this applies to both the attacker and the target). Therefore, treat any Gunner hit (4) as a Pilot hit instead, and treat any Frame hit (5-6) as an Engine hit instead. If the aircraft has two engines, a 5 hits the port engine and a 6 hits the starboard engine.

8.6 HEAD-ON AND OUT OF THE SUN LIMITS: Head-on and out of the sun attacks are limited to interceptors on the first round of combat only. For the rest of the combat, no aircraft may use the Head-On or Out of the Sun boxes on the Altitude Display. (After the initial approach, the combat becomes a whirling chase.)

8.7 FIGHTER-BOMBER: The Me110 #13 air unit is a fighter-bomber. Treat it strictly as a bomber until it drops its bomb. After it drops its bomb, treat it as a fighter, but add +1 to its performance value for having an empty bomb bay.

9 AIRCRAFT DAMAGE

Hits on an aircraft affect how it performs in combat and flight.

9.1 ENGINE: Every air unit has one or two Engine positions. Each hit on an Engine position lowers the aircraft's Performance Value by -1. Two or more hits on the same engine destroys an aircraft, even if it has a second engine.

A bomber with an engine hit immediately jettisons its bombload.

FORCED LANDINGS: An aircraft with an engine hit is crippled and must break off during its segment of combat. The aircraft immediately lands during that segment, but its range is limited (the aircraft is losing altitude and gliding to earth).

R.A.F.: An RAF aircraft with a hit engine must descend at least one altitude level for each hex entered. This restriction limits the range of the aircraft. For example, an aircraft that breaks off at 10,000' has a maximum range of three hexes.

The crippled RAF aircraft lands safely if the landing hex contains an undamaged airfield (of any type) or the pilot's own base regardless of bomb damage to the base.

If an RAF aircraft lands at a damaged airfield other than its base, or in a hex without an airfield, it crashes and is destroyed. You must roll for pilot survival on the Bail Out Table.

LUFTWAFFE: German aircraft with engine damage must move directly toward the bottom hex row to exit the map to France.

Single-engine German aircraft with an engine hit and twin-engine aircraft with both engines hit must descend one altitude level for each hex entered.

Twin-engine aircraft with only one engine hit must descend one altitude level for every two hexes entered. For example, such an aircraft breaking off at 10,000' has a maximum range of six hexes (instead of three).

If the German aircraft lands anywhere on the map, it is destroyed. If the German aircraft has enough range to exit the mapboard to France (it costs one point of movement to exit—see 6.8), it lands safely. Place it in the active Luftwaffe mix.

BALLOON BARRAGES: A gliding aircraft crashes if it enters a balloon barrage hex at 5,000' or Ground Level. A gliding German aircraft will avoid a balloon barrage hex if at all possible.

9.2 PILOT: Every aircraft has one Pilot position. The first hit on the Pilot position lowers the aircraft's Performance Value by -1. Two or more hits on the Pilot position destroys an aircraft.

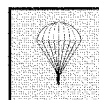
A bomber with a hit pilot immediately jettisons its bombload.

A pilot who was hit during a previous attack may not fire if involved in head-on combat. (This situation occurs only if two or more fighters make a head-on attack against the same target.)

An aircraft with a hit pilot must break off during its next segment of combat. You must immediately land the aircraft during that segment. Unless there is engine damage, a hit RAF pilot may land as normal, and a hit German pilot returns his aircraft to France. Place the German air unit in the active Luftwaffe mix.

9.3 GUNNER: Some aircraft have a rear gunner position. The first hit wounds the gunner and the second hit kills him. A wounded or killed rear gunner may not return fire, but the aircraft is not destroyed when he is killed. Excess hits cause no further damage.

9.4 FRAME: Every aircraft has one or two Frame (airframe) positions. Each hit on a Frame position lowers the aircraft's Performance Value by -1. Two or more hits on the same Frame position destroys an aircraft, even if it has a second Frame position.

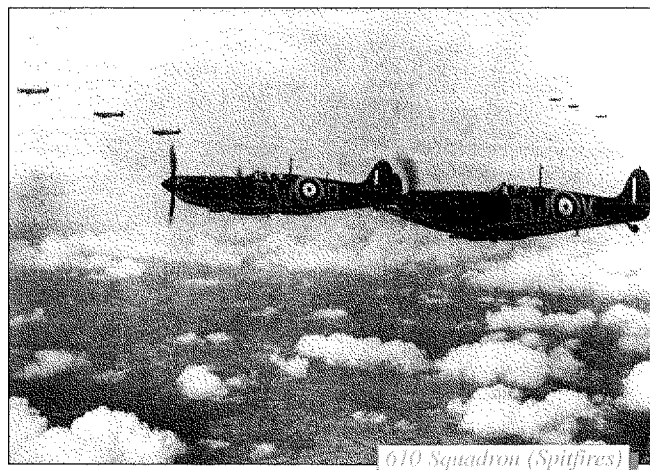


9.5 BAILING OUT: Whenever an RAF aircraft is destroyed in combat or on the ground (during bombing or forced landings), the pilot must bail out (assuming he is not killed). No records are kept of German pilots, so you do not have to conduct bail outs for them.

Consult the Bail Out Table and roll one die. There is a chance the pilot will be killed. The chance increases over Offshore Sea hexes and Sea hexes. Sea rescue improves on and after August 23.

If the pilot survives, remove the pilot from the Pilot position and place him on the hex where the aircraft was destroyed (place the marker so the Bailed Out side is showing). The pilot must remain there until the Night Phase. Place the aircraft in the Destroyed Aircraft box.

If the pilot is killed, remove his marker from play.



610 Squadron (Spitfires)

"I should like an outfit of Spitfires for my unit."

Adolf Galland, high-scoring ace and Kommodore of JG 26, to C-in-C Goering, September 2, 1940

10 BOMBING

Ground targets are damaged by bombing. Rule 5.1 defines ground targets.

10.1 TARGETS: Bombing occurs when a raid reaches an undamaged target hex or a London hex (regardless of bomb damage). A London hex may always be bombed, even if it is already damaged.

If the raiders have not been identified yet (see 7.1), they are identified over the target hex at the start of the Bombing step.

10.2 DIVE BOMBING: When a raid reaches its target hex, any "dive bombers" in the raid will dive to low altitude before anti-aircraft fire and bombing takes place. The Me110 #13 and both Ju87 air units are dive bombers.

Dive bombers above 5,000' will dive to 5,000'. This does not count against their movement—it is part of their bombing action. Dive bombers at or below 5,000' will not change altitude. If there is a balloon barrage over the target hex, dive bombers will only dive to 10,000' prior to bombing.

Dive bombers must remain at their low altitude on the return flight. They may not regain any altitude lost in their dives except to avoid a balloon barrage.

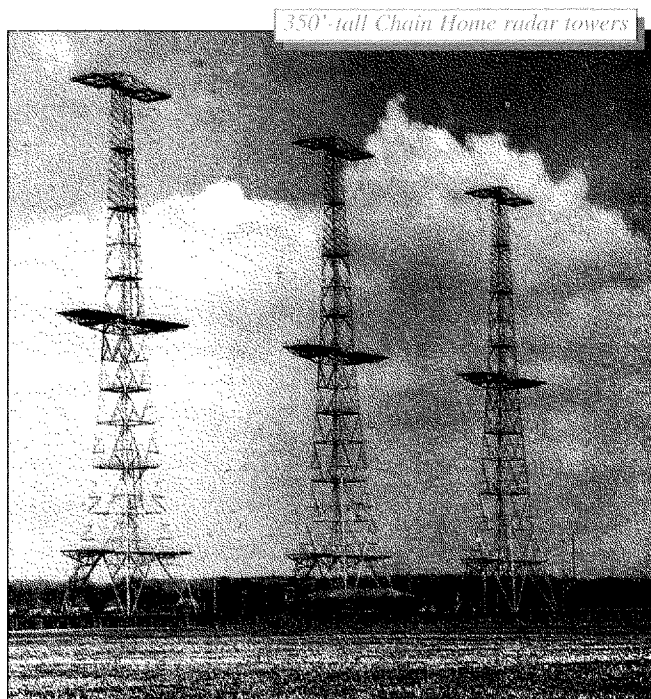


10.3 BOMBING: Bombers carry one or two bomb points as shown on their counters. Each bomb dropped from 10,000' or higher causes one point of damage. Each bomb dropped from 5,000' or less causes two points of damage.

Count up the total damage points inflicted on a target, subtract any AA fire (see below) and place a Bomb Damage marker on the hex equal to the total. If the total exceeds 10, ignore the excess.

Bombs jettisoned during air combat never cause damage.

ANTI-AIRCRAFT FIRE: There are two types of anti-aircraft guns: heavy and light. Only a target about to be bombed may fire AA, and only if it has an AA gun symbol. AA fire reduces the total bomb damage by one point. (In the game, AA fire affects the aim of the bombers; it does not damage them.) Heavy AA guns affect



bombers at any height. Light AA guns affect bombers only at 5,000' or less.

HALF DAMAGE: The "Chain Home" radar stations were difficult targets to damage because bomb blasts had little effect on the open tower structures. Therefore, if the target is a radar station, divide the total damage in half (after subtracting AA fire) before marking the damage. Round up any fraction.

EXAMPLES: If the raiders drop 5 bombs on Dover from 25,000' against heavy AA, the damage is 4. If the raiders drop 5 bombs from 15,000' on a radar station, the damage is 3 (half of 5). If the raiders drop 5 bombs on Lympe from 5,000' (low altitude and no AA), the damage is 10.

10.4 DAMAGE EFFECTS: Ground targets that are damaged have certain adverse effects for the RAF.

AIRFIELDS: A damaged airfield is out of action (its communication links have been cut, aircraft-servicing equipment destroyed, ground personnel injured, and the landing strip cratered).

RAF fighters may not land at or take off from damaged airfields, except an RAF fighter may land at and take off from its base regardless of damage.

If an active RAF fighter is on an airfield that is bombed, the fighter is immediately destroyed. This happens if at least one bomb damage point is inflicted on the field. Place the air unit in the Destroyed Aircraft box and roll for pilot survival on the Bail Out Table (actually, the pilot is trying to reach the safety of a slit trench). RAF aircraft and pilots in the Reserve box are unaffected.

A pilot whose base is currently damaged recovers only one level of Pilot Fatigue during the Night Phase (see 12.2).



RADAR STATIONS: The line of "Chain Home" radar stations functions as an early warning system. When pieces of the line are knocked out of action, the British are slower to respond to enemy raids.

Keep track of the number of radar stations currently damaged on the Chain Home Stations Damaged column. When a raid appears, RAF aircraft must delay their movement for that number of impulses. For example, if two stations are damaged, the German raid gets two complete moves (after initial placement) before the RAF may move. This restriction applies to RAF fighters on patrol as well as on the ground.

If the raiders move into a target hex where an RAF fighter is patrolling but has not yet moved, combat still occurs with the Germans as the interceptors.

SHIPPING: Damage to Dover harbor and the convoy have no adverse effects on the RAF.



LONDON AND THAMESHAVEN: London was the largest and most important target in Britain for the Luftwaffe. Use the "London's Burning" marker to keep track of the number of London and Thameshaven hexes currently damaged. If two or three hexes are damaged, increase the size of raids by one air unit. If four or all five hexes are damaged, increase the size of raids by two air units. This does not apply to No Raid markers. For example, if the Thameshaven hex and two London hexes are currently damaged, and the Raid Size marker reads "5 Raiders," you would draw six raiders.

"...a tremendous fat cow tied up to attract the beasts of prey."

Churchill's pre-war description of London

11 END OF RAID

When a raid is over, you should reset the units and markers according to the following rules before shifting the Phase marker ahead and starting the next phase.

11.1 SHORTCUTS: A daylight phase is over after the raiders return to France and all RAF aircraft have landed. You may end a daylight phase sooner if no further combat is possible. For example, if the raid has bombed its target, and the RAF aircraft have already landed or been destroyed, then you do not have to bother rolling for the raid's return flight.

11.2 RAF PILOTS: The status of an RAF pilot at the end of a raid determines whether he is available for further action that day.

ACTIVE: An RAF pilot who is unhurt and has safely pancaked will immediately return to his base at the end of the raid. This free movement does not increase his fatigue.

BAILED-OUT: An RAF pilot who bails out remains out of action for the rest of the day. Leave his marker in the hex where he bailed out until the Night Phase. His aircraft is destroyed.

OVERTIRED: An RAF pilot at fatigue level F6 also remains out of action for the rest of the day. He may not fly any more missions until he gets some sleep (see 12.2).

HIT: At the end of the raid, determine the fate of each RAF pilot who was hit. Roll one die for each hit RAF pilot and consult the Wound Outcome Table. There are three basic results:

- The pilot is shaken for the rest of the day. He may not fly any more sorties that day and does not recover fatigue that night (12.2), but he is otherwise unhurt. Remove the hit marker during the Night Phase.
- The pilot is wounded and out of action for two or more weeks. Place the pilot marker ahead on the calendar to show this. If the wounded pilot's aircraft is not destroyed, remove it from the map and place it in the RAF Reserve box. Also, write down how many personal victories the wounded pilot has (or place a bomb damage marker of the correct number under him). When he returns to duty, his previous victories still count toward his Ace status.
- The pilot dies of his wounds and is removed from play. If his aircraft is not destroyed, remove it from the map and place it in the RAF Reserve box.

EXAMPLE: If a pilot is wounded on August 26 for two weeks, he comes back as a Reserve pilot on September 9; but if he is wounded for three weeks, he would not come back within the time span of the game.

11.3 RAF AIRCRAFT: Any frame or engine hits to a damaged RAF aircraft are immediately repaired (remove the hit markers) and the ammo is fully replenished at the end of a raid. This does not apply to destroyed aircraft. Destroyed aircraft may only be replaced during the Night Phase.

11.4 GERMAN AIRCRAFT: German air units that were destroyed during the raid go in the Destroyed Aircraft box. German raiders which successfully return to France go into the active Luftwaffe mix.

Remove all other hit markers from the German aircraft displays.

11.5 RAF RESERVE PILOTS: If an RAF pilot is wounded or killed, a reserve pilot may be called up to replace him at the start of the next phase.

You may choose any pilot currently in the RAF Reserve box to replace him. If no reserve pilot is available, you must wait until one becomes available on a later day.

If the new pilot's aircraft is in the RAF Reserve Fighter box, place it on the new base and put the new pilot in the Pilot position of his aircraft's display. If the aircraft is in the Destroyed Aircraft box, you need to replace it during the Night Phase before putting it on the base (see 12.1). Until the air unit is replaced, put the new pilot on the base hex.

You may never replace unhurt pilots, even if they are overtired or shaken (those who are out of action for the day).

12 NIGHT PHASE

Every turn ends with a Night Phase, even those turns which have no raids. During the Night Phase, you may replace destroyed aircraft, repair bomb damage, and recover from pilot fatigue (sleep).

12.1 REPAIR POINTS: Both the RAF and the Luftwaffe receive two repair points during the Night Phase. A repair point may be used to replace one destroyed aircraft or to repair one point of bomb damage.

Repair points may not be saved from turn to turn. Each side gets only two repair points per Night Phase. If the points can not be used, they are ignored.

AIRCRAFT REPLACEMENT: If there are one or two destroyed German aircraft in the Destroyed Aircraft box, return them to the Luftwaffe mix. If there are more than two destroyed German aircraft in the box, turn over all of them so their fronts are hidden, then randomly draw two to be replaced. Add these two to the Luftwaffe mix, but leave the others face down in the Destroyed Aircraft box.

When you replace a destroyed RAF aircraft, place it on the base hex (with its pilot in the Pilot position) or put it in the RAF Reserve box.

You are not required to replace a destroyed RAF aircraft. You could choose to repair bomb damage instead. However, a pilot without an aircraft cannot fight!

A given pilot may never switch aircraft. For example, if a new #1 pilot is a Hurricane pilot, but the #1 Hurricane is destroyed, you may not give him a Spitfire or the #2 Hurricane. You need to replace the #1 Hurricane for him.

BOMB DAMAGE REPAIRS: Each repair point will remove one point of bomb damage from a target of your choice. Once all damage to a target has been repaired, it is undamaged and functions normally.

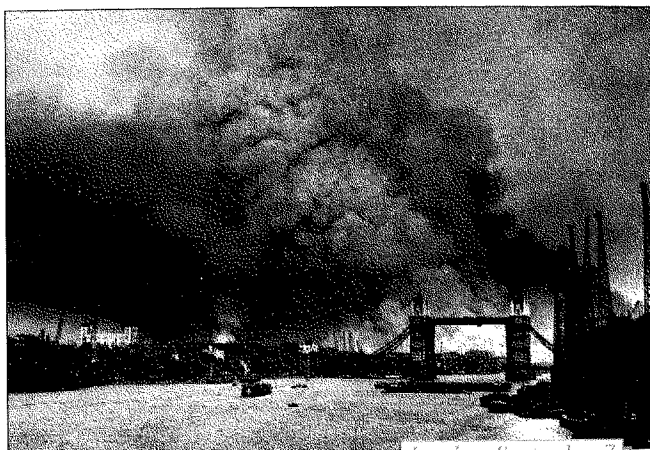


12.2 SLEEP: During the Night Phase, each RAF pilot recovers from fatigue by sleeping (hence the bed marker). The lowest possible fatigue level is "Rested." New pilots always start rested.

A pilot normally recovers two levels of fatigue at night. Shift the Pilot Fatigue marker down two levels to show this.

If the pilot's base is currently damaged, he only recovers one level of fatigue. If a damaged base is completely repaired during the same Night Phase, the pilot may recover two levels.

A pilot who is shaken (out of action for the rest of the day) does not recover fatigue that night.



London, September 7

13 VICTORY RECORD

You must keep track of aircraft losses during the game to determine the Ace status of individual pilots and your final score.

13.1 RAF ACES: An RAF pilot becomes an Ace immediately after he destroys five German aircraft.

A new pilot starts with zero victories, and each German air unit he shoots down counts as one victory toward his Ace status. Shift the Distinguished Service Order (DSO) marker on the Pilot Victories column to record this.

If an RAF pilot damages a German aircraft's engine(s), and the aircraft crashes as a result (see 9.1), the RAF pilot receives credit for destroying the aircraft.

For simplicity, there are no shared victories. The pilot who destroys a German aircraft receives full credit, even if another pilot damaged the aircraft first.

As soon as a pilot scores his fifth victory, he becomes an Ace. Flip his air unit to the Ace side immediately during combat. Only an ace pilot may use the ace side of an RAF air unit.



13.2 TOTAL PLAYER VICTORIES: You need to use two Victory markers on the Total Player Victories track (0 and 00) to record the total number of German air units your pilots have shot down. You earn one victory point for each German aircraft destroyed by one of your pilots. At the end of the game, your Total Player Victories number is your final score.



13.3 LUFTWAFFE SCORE: The final Luftwaffe score is determined by the number of RAF aircraft destroyed during play and the number of damaged targets at the end of the game. Total the number of German victory points to arrive at the final Luftwaffe score.

- The Luftwaffe earns 1 victory point for each RAF aircraft destroyed during play.
- The Luftwaffe earns 1 victory point for each radar station still damaged at the end of the game.
- The Luftwaffe earns 3 victory points for each London hex still damaged at the end of the game.
- The Luftwaffe earns 2 victory points for every other target hex still damaged at the end of the game.

13.4 WINNER: Compare your final score to the Luftwaffe score to determine which side wins. The side with the most points wins. A draw occurs if both sides have the same score.

14 OPTIONAL RULES

The following rules add some play options to the game. However, we recommend you play the game a couple times before trying with these rules.

14.1 BOMBER CROSSFIRE: Bombers of the same type flew in close formation to provide defensive crossfire support.

When an RAF fighter attacks a German bomber, each unengaged German bomber of the same type (Do17, He111, Ju87, or Ju88) may take one crossfire burst at the attacker during rear return fire. Bombers being attacked that segment may not crossfire, and bombers may not crossfire at RAF fighters that attack other types of bombers or fighters.

If a crossfiring bomber has a choice between two RAF fighters, roll the die to determine which fighter it selects. On a roll of 1-3, it selects RAF aircraft #1; on a roll of 4-6, it selects RAF aircraft #2.

Bombers with one or more hits on the Gunner position may not crossfire, and crossfire is never allowed against head-on attackers.

14.2 CHANGING BASE: Operating from a damaged base has an advantage in that your pilots won't be bombed on the ground, but the fatigue penalty is high. This rule allows you to switch your base from one sector airfield to another.

On a clear, daylight phase (only), you may switch your base to another sector airfield instead of patrolling. If any of your pilots are active, push their fatigue level up one, and move them to the new base. They may not patrol or scramble that phase.

14.3 ABORTING A MISSION: During air combat, a German bomber must break off (abort) if it is the only remaining aircraft of the raid. The bomber will not abort as long as there is another German air unit with it. A lone German fighter will not abort.



14.4 ANTI-AIRCRAFT & BALLOON BARRAGE SITES: The anti-aircraft batteries and balloon barrages shown in the game were mostly fixed defenses. This option allows you to site these defenses yourself before the battle. Ignore the AA and Balloon Barrage positions printed on the map. Instead, place the optional counters on the map at the start of the game to show where they are.

You may place no more than one AA gun and one Balloon Barrage per target hex. You may not change their positions during the game.

15 TWO-PLAYER VERSION

LONDON'S BURNING is also fun to play as a two-player game. There are two possible versions: Two RAF players fight against the game system, or one player handles the RAF and the other player handles the Luftwaffe.



15.1 TWO RAF PLAYERS: This is certainly the toughest (and most historical) version to play because the players must cooperate to defeat the Germans while competing for the most individual victories. Each player controls one of the RAF fighters.

At the start of the game, both players roll a die to determine which pilot begins the game as the "section leader." High roller wins. The low roller begins the game as the "wingman." The section leader holds onto the section leader marker until he is replaced, at which point he gives the marker to the other player. The marker will usually change hands several times during the game.

SECTION LEADER: The section leader must act first in all situations: The section leader must choose whether to patrol or not before the wingman decides. The section leader must conduct his movement (or choose not to move) before the wingman moves. The section leader must select his target in combat before the wingman selects. The section leader must fire at his target (and take return fire) before the wingman fires, etc.

As section leader, you may ask the wingman to do a task, but he is not required to do it. Once the section leader chooses his action, he may not change it after seeing what the wingman does.

RESERVE PILOTS: You may select any reserve pilot to replace a wounded (out of action for two or more weeks) or killed pilot. When a section leader is replaced by a reserve pilot, the wingman becomes the new section leader. If both RAF pilots are replaced by new pilots on the same phase, then the player who was wingman becomes the new section leader.

REPAIR POINTS: Each player receives one repair point during the Night Phase, which he may use as desired. The section leader uses his repair point first.

FINAL VICTORY: Each player records his own Total Player Victories for his aircraft. At the end of the game, combine the two RAF player scores and compare this number to the Luftwaffe score to determine which side wins. Next, compare the two RAF player scores to each other. The player with the highest score wins. However, both players lose if the Luftwaffe score exceeds their combined score.

15.2 RAF PLAYER VS. LUFTWAFFE PLAYER: Use the same rules as in the solitaire version with the following additions and changes:

OPTIONAL RULES: Use all of Optional Rule 14 as well as the Optional Weather Table (unless playing the short scenario).

PREPARE FOR PLAY: There are 28 Target markers—one for each target. Place all but the four London Target markers in a cup.

Place all of the Raid Size markers *except* the Remix in a separate cup. You will not use the Remix marker.



RAIDS: At the start of each clear day, the German player *secretly* plans his missions for the *entire* day. First, he randomly draws four Target markers and four Raid Size markers. He then randomly draws a number of active German air units from the Luftwaffe mix equal to the total number of raiders allowed by the Raid Size markers and London's Burning Track. For example, if he drew 4 Raiders, No Raid, No Raid and 6 Raiders, and three hexes of London were damaged at the start of the day, he would draw 12 German air units. The number of active air units in the Luftwaffe mix is the absolute limit though. For example, if you draw Raid Size markers totalling 17 raiders, but you have only 16 active air units in the mix, then you are limited to 16 raiders that day.

The German player then matches a Target marker with a Raid Size marker for each daylight phase. He may choose the composition of each raid from the air units he selected, restricted as follows:

- No raider may fly more than once per day.
- The number of air units in a raid must equal the raid's size as given by its Raid Size marker and London's Burning Track. If you do not have enough active aircraft to completely fill a raid, that raid is cancelled.

The German player may not change the composition, time or target of a raid after his initial plans are made. For example, he may not see how the 7 a.m. raid does before planning the 10 a.m. raid.

The German player may bomb a target *even if it is currently damaged*. However, the maximum allowed is still 10 points of damage per target.

PLOTTED MOVES: The German player still randomly determines the reported altitude (and the true altitude) of a raid by rolling dice, but he plots the raid's movement one impulse in advance. He is always limited to the six possible paths shown on the Flight Path of Raid diagram.

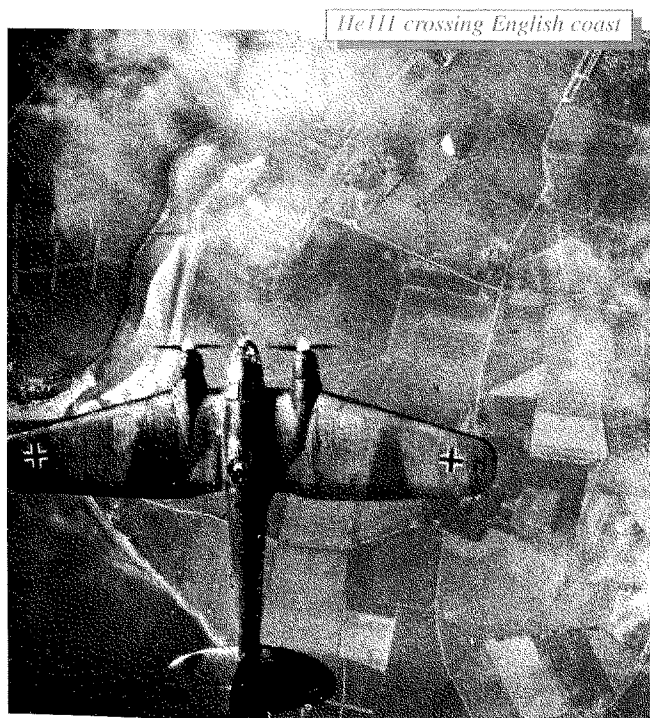
First, he chooses the starting location for the raid (start hex 1 to 6). At that same time, he plots the next move secretly by either writing down the flight path number or placing a regular playing card (ace to six) face down. During the next Luftwaffe Movement, he reveals and executes his plotted move, after which he secretly plots the next move. He must choose his starting location and flight path with care so the raid will reach its selected target. The raid may never bypass its target.

AIR COMBAT: During Air Combat, the German player may select targets for his fighters and any crossfiring bombers (rather than at random). He may voluntarily break off his fighters (but not his bombers). Otherwise, if the rules dictate that an aircraft must pass, break off, or abort in a situation, then the aircraft must do so.

END OF RAID: At the end of each daylight phase, the German player must reveal the Target marker and Raid Size marker for that phase, even if no raid occurred.

NIGHT PHASE: During the Night Phase, the German player returns the four Target and four Raid Size markers to their respective cups and mixes them before randomly drawing new ones for the next clear day. German aircraft are still replaced at random. The German player may not choose which aircraft to replace.

LONDON BLITZ: At the start of September 7, the German player must remove 18 of the 24 Target markers currently in the mix. He may select which six to keep. To these he adds the four London markers, for a total of 10 Target markers which he places back in the cup. Note that the back of each London marker specifies which hex of London is the target hex.



TURN SEQUENCE (4)

WEATHER DETERMINATION PHASE (4.3)

7 A.M. PHASE: Sun in east.

RAF Stand-by or Patrol: Active RAF pilots may stand by at base or an undamaged satellite field, or patrol over any target hex (5.2). Reserve pilots are available (11.5).

Raid? Randomly draw a Raid marker, then randomly draw that # of raiders. Roll for Reported Altitude and location. If no raid, land patrolling fighters and go to 10 a.m. Phase. (5.3)

First Impulse: Each impulse follows the sequence below. The raiders are identified (True Altitude and Top Cover) as soon as an interception occurs or the raiders bomb (7.1).

1. **RAF Move:** RAF fighters may move up to 4 speed points, or scramble if still on ground (6.1, 6.2, 6.3).
2. **Combat Round:** Combat occurs on Altitude Display if an RAF fighter(s) intercepts the Raid (6.6, 7.2).
 - **RAF Segment:** The RAF interceptor(s) may break off, pass, or attack. Attacked targets may return fire (8).
 - **Luftwaffe Segment:** German aircraft may break off or pass. German fighters may attack RAF fighters.
 - **End of Combat?** Combat is over if die roll ≤ Round number. If greater, repeat the Combat Round sequence.
3. **Luftwaffe Move:** Roll a die to determine the Raid's flight path per diagram (6.4).
4. **Bombing:** The Raid stops to bomb when it reaches an undamaged target or London hex (5.1, 10).
5. **Combat Round:** Combat occurs if the Raid intercepts an RAF fighter(s).
 - **Luftwaffe Segment**
 - **RAF Segment**
 - **End of Combat?**

Next Impulse: Repeat impulses until raiders return to France.

End of Raid: Place undestroyed raiders in Luftwaffe mix. Check the fate of RAF pilots that bailed out or were hit. Remove hit markers from aircraft. Replenish ammo. (11)

10 A.M. PHASE: Same as 7 a.m. except sun in southeast.

2 P.M. PHASE: Same as 7 a.m. except sun in southwest.

5 P.M. PHASE: Same as 7 a.m. except sun in west.

NIGHT PHASE: RAF has 2 Repair Points for replacing destroyed aircraft or repairing bomb damage. Active RAF pilots recover 2 steps of fatigue (1 if base damaged). Replace 2 German aircraft at random. End of turn—start new day. (12)

AIRCRAFT MOVEMENT (6)

RAF fighters on stand-by may scramble (climb to Ground Level and shift Fatigue up one step). (6.1)

An aircraft has a speed of 3 or 4 to use during its movement.

- Costs 1 speed point to move 1 hex (6.2).
- Costs 1 speed point to climb 1 level (max. 2 levels per move).
- Costs 1 speed point to dive any number of levels in same hex.
- An aircraft may freely dive 1 level per hex moved into.

RAF fighters may pancake at undamaged airfields or their base (regardless of damage) by descending to Airfield level (6.3).

BREAK-OFF PROCEDURE (8.2)

An aircraft must break off and land at the start of its side's segment:

- if its pilot or engine(s) is hit. Check for crash landings (9.1).
- if it is out of ammo (RAF only).
- if the nearest German aircraft on the Altitude Display is two or more levels away from the fighter (RAF only).

An RAF fighter may *voluntarily* break off and land, also.

ATTACK PROCEDURE (8.4)

A fighter selects a target at the same altitude or one level different and moves to the target's level to attempt the attack.

For rear attacks, roll a Performance Check: If the attacker's performance > target's performance, the attacker fires a # of bursts ≤ Performance Check difference, not to exceed ammo limit if RAF or 3 bursts if German (8.43).

Attackers with double 4 guns roll two dice per burst. Each roll of 4 or less on one die is a hit. Attackers with double 5 gun, roll two dice per burst, and each roll of 5 or less on one die is a hit (8.43).

For each hit, roll one die to determine position on target damaged. Two hits to a given position (except gunner) destroys the aircraft.

If the target has a rear gun, it returns fire simultaneously unless the gunner was hit in a previous attack. The target fires a # bursts equal to *half* the attacker's # of bursts, rounded up (rounded down if the attacker dove out of the sun). Roll one die per burst, and each roll of 1 is a hit (8.44).

PERFORMANCE CHECKS (8.42)

All modifiers to the performance die rolls are cumulative.

Attacker's Die Roll

- + printed performance value of attacker
- +2 if attacker dove from Out of the Sun (first round only)
- +1 if attacker dove but not Out of the Sun
- 2 if attacker climbed to attack
- 1 if attacking pilot is Tired
- 1 per Frame hit (from a previous attack)

Target's Die Roll

- + printed performance value of target aircraft
- +1 per "unengaged" friendly fighter at same altitude
- +1 if bombs dropped or jettisoned (bombers only)
- 1 if target pilot is Tired
- 1 per Engine, Pilot, or Frame hit (from a previous attack)

HEAD-ON ATTACKS (8.5)

The interceptor must enter the combat hex on the opposite heading of the target aircraft at same altitude or one level different (7.5).

Head-on attacks may occur on the first Combat Round only.

No Performance Check, but interceptor and target fire 1 burst only. Target does not fire if interceptor also dove out of the sun.

Treat Gunner hits as Pilot hits. Treat Frame hits as Engine hits. For twin-engined aircraft, 5 = port Engine and 6 = starboard Engine.

BOMBING (10)

Bombers that reach an undamaged target hex or London hex immediately stop to bomb (6.4).

Divebombers drop to 5,000' to bomb (10,000' if balloons present).

Each bomb dropped from 10,000' or higher causes 1 point of damage. Each bomb dropped from 5,000' or lower causes 2 points.

After totalling damage, subtract 1 from total if heavy AA present or if light AA present and at least one bomber at 5,000' or less.

Damage against radar stations (after AA fire) is halved, rounded up.



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